

### REMARKS

The claims remaining in the present application are Claims 1-33. The Examiner is thanked for performing a thorough search. Claims 2, 3, 6, 14, 22 and 23 have been amended to provide proper antecedent basis. No new matter has been added.

### CLAIM REJECTIONS

#### 35 U.S.C. §112

#### Claims 2, 3, 6, 14, 22, 23 and 26

In paragraph 2, the Office Action rejected Claims 2, 3, 6, 14, 22, 23, and 26 under 35 U.S.C. §112, second paragraph for being indefinite. Applicants respectfully traverse the rejections of Claims 6 and 26. Claim 6 depends on Claim 5 which provides antecedent basis for "a geometric object" in line 5 and 6. Claim 26 depends on Claim 25 which provides antecedent basis for "a geometric object" in lines 13 and 14. Claims 2, 3, 14, 22 and 23 have been amended. Therefore, Applicants believe that the rejections have been addressed

#### 35 U.S.C. §102

#### Claims 1-4, 7-15, 17-24 and 27-33

Claims 1-4, 7-15, 17-24 and 27-33 are rejected under 35 U.S.C. §102(b) as being anticipated by U.S. Patent No. 5,745,126 by Jain et al. (referred to hereinafter as "Jain"). Applicants respectfully submit that embodiments of the present invention are neither taught nor suggested by Jain.

Independent Claim 1 recites,

A method for culling view dependent visual data streams for a virtual environment, comprising:

determining a view volume of a viewing participant within said virtual environment, wherein said view volume defines a field-of-view of said viewing participant within said virtual environment;

determining a proximity of a representation of an observed object in said virtual environment to said view volume; and

processing a view dependent visual data stream of said observed object only when said representation is within a specified proximity to said view volume

Applicants respectfully submit that Jain does not teach or suggest "processing a view dependent visual data stream of said observed object only when said representation is within a specified proximity of said view volume" where said view

volume “defines a field-of-view of said viewing participant within said virtual environment” and said representation is “a representation of an observed object in said virtual environment” (emphasis added) as recited by Claim 1.

Jain teaches machine synthesis of a virtual video camera/image of a scene from multiple video cameras/images of a scene. For example, referring to the abstract, Jain states,

Each and any viewer of a video or a television scene is his or her own proactive editor of the scene, having the ability to interactively dictate and select—in advance of the unfolding of the scene and by high-level command—a particular perspective by which the scene will be depicted, as and when the scene unfolds...Multiple video cameras, each at a different spatial location, produce multiple two-dimensional video images of the real-world scene, each at a different spatial perspective. Objects of interest in the scene are identified and classified by computer in these two-dimensional images. The two-dimensional images of the scene, and accompanying information, are then combined in the computer into a three-dimensional video database, or model, of the scene. The computer also receives a user/viewer-specified criterion relative to which criterion the user/viewer wishes to view the scene.

Jain teaches away from “processing a view dependent visual data stream of said observed object only when said representation is within a specified proximity of said view volume” where said view volume “defines a field-of-view of said viewing participant within said virtual environment” and said representation is “a representation of an observed object in said virtual environment” (emphasis added) as recited by Claim 1. For example, at Col. 8 lines 5-9, “In the ultimate extension of the present invention, the viewer can ask to be shown a synthesized video view, such as from a perspective constantly positioned behind a certain offensive running back...” (emphasis added).

For at least the foregoing reasons, independent Claim 1 should be patentable. For similar reasons, independent Claims 13, 21, and 33 should be patentable. Claims 2-12 depend on Claim 1. Claims 14-20 depend on Claim 13. Claims 22-32 depend on Claim 21. These dependent claims include all of the features that their respective independent claims include. Therefore, these dependent claims should be patentable for at least the reasons that their respective independent claims should be patentable. Further, these dependent claims include features which further make them patentable. For example, Claim 7 recites, “determining when said representation is occluded in said view volume such that said observed object is not visible to said viewing participant; and not generating

said video image stream when said representation is occluded." Claims 17 and 27 should be patentable for similar reasons that Claim 7 should be patentable.

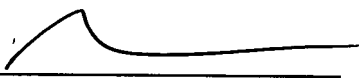
### CONCLUSION

In light of the above listed amendments and remarks, reconsideration of the rejected claims is requested. Based on the arguments and amendments presented above, it is respectfully submitted that Claims 1-33 overcome the rejections of record. For reasons discussed herein, Applicants respectfully request that Claims 1-33 be considered by the Examiner. Therefore, allowance of Claims 1-33 is respectfully solicited.

Should the Examiner have a question regarding the instant amendment and response, the Applicants invite the Examiner to contact the Applicants' undersigned representative at the below listed telephone number.

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Respectfully submitted,  
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